Login Register

FAQ Search

It is currently Wed Jan 25, 2012 9:44 am

PATCH 3.3 TIER 10 BONUS: MIND FLAY VS. MIND BLAST ANSWERS

LOCKED   LOCKED   Page **2** of **4**   [50 posts]

Print view   Previous topic | Next topic

Author	Message

griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 1:04 am

Shadow Priest
Joined: Tue Feb 17, 2009
4:02 pm
Posts: 526
OFFLINE

I can't say much more, you see the evidence in front of you, say why it is bad, then come to the conclusion it is good. The time becomes smaller with "better gear", so skill would increase with each additional haste acquired. The "latency" listed would include human error if you wish to add it, it must fit within this gap.

MF's don't fit in a VT length without gaps that require both precise casting and adding a gap that can not be determined in game. Rotations don't work out for us in the real world, look great on paper though.

Top   PROFILE   EMAIL

Jagang

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 4:40 am

Shadow Priest
Joined: Thu May 03, 2007
7:54 pm
Posts: 145
OFFLINE

And in the same token, pure math works amazing on paper, but does not work in the real world. There is a constant gap, 100% of the time. The gap is reliable, and is there always. For you to dispute that is unrealistic, as VT, VT cast, and MF all are reduced by the same haste. The only change is the difference of VT - VTcast - 5x Flay. The "GAP" that you speak of is the cast time between VT refresh and 5x flay + VT cast time. IT IS ALWAYS THERE, and IT IS ALWAYS REALISTICALLY A NUMBER 0.40 to 1.05. This is for ANYONE, at ANY gear level, and ANY haste level, ANYONE.

The real world has lag.
The facts remain:

VT time = 15
MF time = 2.49
VT cast time = 1.5

2.49 x 5 = 12.45 + 1.5 = 13.95 15-13.95 = 1.05 GAP(no lag)
You have the 5 flays, each with a "clip" at the end. If the 5 clips total more than 1.05, you don't clip VT. simple math. 1.05 / 5 = 0.21 needed for each flay.

let's say you are magically at 30% haste (983.7 HR)

Latest from WowInsider

- Shifting Perspectives: 4 tips for intermediate ferals
- The Light and How to Swing It: Adjust your healing in patch 4.3
- Chuck Norris plays a melee hunter in latest WoW Commercial
- Know Your Lore: Story development and why Theramore should burn
- The Queue: Criminal
- Sunday Morning Funnies: Only a setback
- Around Azeroth: I have trained you well, young one
- Breakfast Topic: Pilgrim's Bounty
- Totem Talk: Enhancement gear in patch 4.3
- Roleplaying plot points for the death knights of the Ebon Blade

Powered by

VT time = 11.538462
MF time = 1.9153846
VT cast time = 1.1538462

1.9153846 x 5 = 9.572923 + 1.1538462 = 10.730769 11.538462 - 10.730769 = 0.8076923 GAP(no lag)

You have the 5 flays, each with a "clip" at the end. If the 5 clips total more than 0.8076923, you don't clip VT. simple math. 0.8076923 / 5 = 0.16 loss needed for each flay.

let's say you are magically at 50% haste (1639.5 HR)

VT time = 10
MF time = 1.66
VT cast time = 1

1.66 x 5 = 8.3 + 1 = 9.3 10 - 9.3 = 0.70 GAP(no lag)

You have the 5 flays, each with a "clip" at the end. If the 5 clips total more than 0.70, you don't clip VT. simple math. 0.70 / 5 = 0.14 loss needed for each flay.

let's say you have 75% haste (near impossible)

VT time = 8.57
MF time = 1.423
VT cast time = 1 (GCD limited)

1.245 x 5 = 7.114 + 1 = 8.114 8.57 - 8.114 = 0.46 GAP(no lag)

All this is WITHOUT raid haste modifiers, which even further lowers the GAP.

TLDR:

Guess what, same as before, the more haste you have, the less GAP you have to fill between VT casts. We rely on "human error/lag" to fill that GAP, but try not to exceed it as much as possible. Filling it makes a "perfect rotation" Exceeding it too much, (only achievable with horribly slow reaction time) does the same rotation, only slower (no-channeling is a perfect example).

The GAP is going to be at most 1.05, at least 0.40 (requiring lust, buffs, procs, and all sorts of magical tricks)

5x Flay will NEVER fill VT-VT in a perfect world.
4x Flay 2x GCD (MB/DP) will NEVER fill VT-VT in a perfect world

HOWEVER, both fill it perfectly with a very small amount of lag/human error, to a moderate amount of lag/human error. The goal is to clip MF 4-5 times with enough lag to be greater than the GAP, but not too much lag to where you push off back dots too much. AGAIN, EASILY DOABLE! It happens naturally with Excellent clipping, There is slight dot pushback with late clipping.

Add in more haste, and we make the GAP smaller and smaller and smaller, This GAP can be ignored, and counted as "lag/human error" which exists. Not only does it work, it works AMAZINGLY!

1)

Do opening sequence

2)

Cast MB with DP and 4 Flays between VT's

3) first is in raid setting, with good quartz management, 2nd or 3rd if you are the god of gods with quartz clipping. This is when you do not refresh DP between VT's

cast 5 Flay's
or
cast MB - 4x Flay - MB (requires talented Imp MB)
or
cast MB - 5x Flay (MB position can be anywhere, sooner the better)

I did this exact rotation tonight, and on a 3rd set bite on Heroic BQL, hit 15.5k dps (6th highest Shadowpriest DPS in the world) on a 1% wipe, and consistently over 14.5-15k, all with 3rd bites. There are 5 higher parses, each getting bit with the first or second bite, not the third. All players have better gear, and raid dps. Over the course of the night, I do not remember ever clipping a VT tick, due to 5x flays, or 4x flays 2 gcd's. It flat

out works, no exceptions, and will work the same for any priest, ANY.

I agree with you 90% of the time Griemak, but in this case, I can guarantee people will find human reaction/slight lag will fill that GAP successfully, (even you if you try it), and their dot uptime will be higher, their flays will be higher, and their dps will be higher. And it's an easier rotation than a typical "priority setup"

For those of you reading, The blue text above is the text to follow, it works for me, with a GAP filled by lag/reaction. It will work for you, with a GAP filled by lag/reaction. And yes, Griemak, it will even work for you math-trusting non-believers (lol), with a GAP filled by lag/reaction. =)

But truly Griemak, I do appreciate the concern over it, I don't like leading people with false information, but in this situation, you're just going to have to drop the math, and accept that our human reactions, and latencies WILL fill that GAP, and after it's filled, our skill determines the slight milliseconds that we push back that next VT. It's a tight tight rotation, and works flawlessly.

-Jagalicious

Top   PROFILE

Yon

Shadow Priest
Joined: Tue Feb 24, 2009 1:54 pm
Posts: 51
OFFLINE

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 8:33 am

> Jagang wrote:
> I did this exact rotation tonight, and on a 3rd set bite on Heroic BQL, hit 15.5k dps (6th highest Shadowpriest DPS in the world) on a 1% wipe

Not contradicting your findings, just noting that it's pretty bold to claim you're the 6th highest shadowpriest dps in the world when a lot of guilds don't use WoWMeterOnline. For some reason World of Logs hasn't separated normal and heroic modes yet (which is pretty shitty), so you can't easily see what kind of dps shadowpriests are pulling in the heroic version, but there are some heroic logs with pretty high numbers mixed in among the normal ones. This, for example.

Good work on the theorycrafting in any case, I just wish people would stop thinking WMO is the go-to place for all dps comparisons. To me it does seem like a lot of guilds have made the move towards WOL long ago.

Top   PROFILE   EMAIL

HoHo

Shadow Priest
Joined: Fri Feb 22, 2008 3:48 am
Posts: 6908
Location: Estonia
OFFLINE

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 8:51 am

Recently it was said WoL has over 5 million different charname-guildname records in it's DB. Sure, there are definitely a LOT of duplicates but still I'm fairly sure that WoL database contains several times more logs than WMO.

Eg:
me #4 on Rotface10: http://www.wowmeteronline.com/rank/clazz/dtb/pri/9/0/1
same log, me #7: http://www.worldoflogs.com/rankings/pla ... ow_Priest/

Though I do like how WMO boils down the charts per-area. I'm in quite a few EU charts it seems 😀

---

lame homepage | photography
In theory, there is no difference between theory and practice. But, in practice, there is. - Jan L.A. van de Snepscheut
Teach a man to reason and he'll think for a lifetime - Phil Plait

I'm not very active on boards but if something needs urgent mod attention throw me a PM and I'm sure to show up relatively fast

Top   PROFILE   EMAIL

Jagang   Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 8:59 am

Well, other than some exceptional cases, the majority of the skilled, truly exceptional SP's come from guilds such as Exodus (shin), Vigil (Mynameismuse), and Ensidia (Muqq), among other top guilds.

The reasoning behind this is like any true competition. They perform, or they get fired. Those 3 names, as well as others all HAVE to have perfect pc's, playstyles, theorycrafting, skill, etc to be on the top, because their guild demands it.

So when comparing dps parses in hard modes, yes there is some RNG, but when I can get bitten in a 3rd rotation consistently, and provide equal or better numbers consistently, and have a 200-250 GS difference (I only use GS as a quick reference, it's comparing half 277 to half 264), I would say it is a valid way to back up my claim. I have no doubt in my mind that a first bite would have yielded 3k+ more dps. 2 extra minutes of double dmg, in a 5 minute fight, is easily in a position to be 1st in world, for w/e parse you use to compare dps.

And yes, it is bold, I agree, but I use WoL, WMO, and used to use WWS, although it is now dead. I don't look at just one log and say bam, I am awesome. I understand saying 6th WMO is not saying I am the 6th best SP in the world, as that would be rediculous. I just used it as a quick reference, so people know I am 100% serious about my playstyle and my competitive nature. It maybe gave a little validity to my post, so people didn't brush it off. I have considered myself in the top of the top since I rolled shadow 3 years ago, and have proven it time and time again.

But any way you look at it. MY goal is to help everyone here. I found an amazing way to cast spells fitting perfectly in a sequence between VT's that works perfectly, for anyone, with any haste level, and I wanted to share.

This solves so many debates for us...from talent choices, to replenishment issues, to people not enjoying MF spam playstyle, to people who want to do nothing but MF.

This just shows the BEST way to maintain maximum uptime on our 2 dots, maintain replenishment, and provide the highest potential dps possible, which I strongly, strongly believe this method does.

For those who saw that statement of BQL as cocky or not appropriate, I apologize. I am only here to help you play your class better, so we can beat those dirty mages and locks more!

Top   PROFILE

Jagang   Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 9:01 am

and HoHo, I now know your true name!

Mwahahahah!

Top   PROFILE

---

terreo   Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 9:24 am

Shadow Priest

You need to calm down with all this BEST shit. You haven't done any math that has even backed up your

claims. At this point you are no better than some random who went to a target dummy and did more damage as holy than shadow.

Your rotation doesn't work for everyone. It works for such a small group of the people, a small percentage of the time, that is is most likely not worth it. Try some math to see what range of latencies will allow you to even break even with this approach? Implying everyone has that same 0.8s delay every VT duration is laughable at best.

But no man, you can just MB twice in a rotation. And what if my latencies dictate an even higher dot uptime with a different rotation? Or I get a haste proc 1,2, etc. mindflays into a rotation? You'd have to make a new rotation for every little variation, because your initial one is suboptimal at so many times, that it'd be useless even using the rotation in the first place.

15k bq coolface.jpg

Last edited by terreo on Tue Mar 02, 2010 3:52 pm, edited 1 time in total.

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 9:25 am

I agree with terreo. Math != real world. No matter how good you are you WILL do mistakes and there will be times when you have to do something non-optimal just because it'll help you in the long run.

> Jagang wrote:
> and HoHo, I now know your true name!

Good for you. Other people who have clicked on the "lame homepage" URL on my signature probably knew it about 2 years ago 😬

_____
lame homepage | photography
In theory, there is no difference between theory and practice. But, in practice, there is. - Jan L.A. van de Snepscheut
Teach a man to reason and he'll think for a lifetime - Phil Plait

I'm not very active on boards but if something needs urgent mod attention throw me a PM and I'm sure to show up relatively fast

---

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 2:23 pm

Jaga, I don't know how you do it... Not doubting you or anything but also being a Shadow Priest raiding top end content on "Broken Blade," a typical raid night, even with 50-70 ms latency, my Quartz bars show me 400+ ms Cast Latency... Tuesday-Wednesday I'm happy when it drops bellow 600 ms Cast Latency.

I think the point everyone is trying to make Jaga is regardless of 5xMF fitting in a VT or not, almost every ICC fight is going to require a slight hesitation which if even just for a few seconds is going to throw a smooth rotation like you present off. Once that 2 second wrench is thrown in the mix you basically have to resort to the priority FCFS rotation (if you want to call it a rotation). I'll be generous and say 4 outa 12 fights in ICC present the "possible" chance to settle into, and most importantly "maintain" a set "rotation". Even so all 4 of those fights (Rotface, festergut, Princess, BQL) present some level of RNG that is bound to throw a set rotation like that out of wack.

Again I'm not doubting this proposed rotation works for you, with how fucked up Burning Blade is I wouldn't be suprised. But again the underlying point is the top 5% Shadow Priests likely are well off on there spell prioritizations and thus do not come to these boards to learn how to pew pew. It's the other 95% Griemak is addressing and trying to help with this thread. And in that case I think we can all agree following a FCFS priority and most importantly understanding the theory craft behind that priority is what will help our Face Melters to be become better.

As for the meter humping, Shadow Priests have got to be one of the best class' in the game currently to cheeze meters. Shit Lady Death Whisper as you menchined is a prime example. Many guilds use a "channel adds to a choke point and AoE" Strat, others do not and stick to a single target stat. Obviously the AoE strat presents the ability for that Shadow Priest to shit all over a Shadow Priest stuck to single targeting down adds.Point being measuring playstyle based of meters is usually a bad idea.

Anyway I think this thread should get back on topic. This topics question litterally gets asked in the form of a new post daily and I am pretty sick of seeing 6 posts labled "should I drop MB?" on the first page. Iw you want to debate Set Rotation vs. FCFS Priority by all means get a new thread going, but lets let this one carry on so with it's original topic.

_____

Top   PROFILE

---

griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Tue Mar 02, 2010 2:57 pm

I couldn't agree more Vera Blue, so let's just put this whole "set rotation" crap to bed by showing Jaga that he can't pull it off himself either, his claims are bogus:

I could not find a single parse from last night where you did 15K dps with a 1% wipe, but did find that on Try 12 you did 13.6K dps. Not great, honestly, you were bit 3 times. During these "bites" you probably unleashed your godsend rotation. Pact of the Darkfallen hit you once at around 22:02:50, so you had no need to move. Incite Terror hit during the second duration of your bite, so we'll throw that one out, because as you stated, your rotation "doesn't work with movement". The first was not under the effect of bloodlust, the third was, we can use those. Overall DoT uptime on your best attempt?

VT uptime: 75.4% - horrible
DP uptime: 88.7% - bad
SW:P uptime: 98.1% - too high compared to other two

1 pact and 3 incite terrors cause movement

Three bites, not two:
[22:03:23.500] Jagalicious afflicted by Essence of the Blood Queen from Triangles
[22:04:23.625] Jagalicious's Essence of the Blood Queen fades

[22:04:24.000] Jagalicious afflicted by Essence of the Blood Queen from Jagalicious
[22:05:24.125] Jagalicious's Essence of the Blood Queen fades

[22:05:24.906] Jagalicious afflicted by Essence of the Blood Queen from Jagalicious
[22:06:24.812] Jagalicious's Essence of the Blood Queen fades

Between 22:03:25 and 22:04:25

Mind Flay and VT casts:
[22:03:25.343] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:27.343] Jagalicious begins to cast Vampiric Touch
[22:03:29.890] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:31.906] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:33.812] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:35.765] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:40.187] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:42.421] Jagalicious begins to cast Vampiric Touch
[22:03:43.718] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:45.390] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:47.343] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:49.390] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:51.125] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:53.015] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:55.031] Jagalicious begins to cast Vampiric Touch
[22:03:58.343] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:04:00.406] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:04:02.593] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:04:04.625] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:04:06.718] Jagalicious begins to cast Vampiric Touch
[22:04:07.906] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:04:10.718] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:04:12.593] Jagalicious casts Mind Flay on Blood-Queen Lana'thel

[22:04:14.578] Jagalicious casts Mind Flay on Blood-Queen Lana'thel

5 casts, then 6 casts, then 4 casts, then 4 casts. So the 2nd, 3rd, and 4th rotations either had DP or something else and the rotation couldn't be used for more than 25% of your perfect environment scenario. So on paper it looks great, seeing the hipocritical pattern yet? Let's look at what happened when you did use the paper doll rotation:

[22:03:27.343] Jagalicious begins to cast Vampiric Touch
[22:03:29.890] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:31.906] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:33.812] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:35.765] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:40.187] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:03:42.421] Jagalicious begins to cast Vampiric Touch

22:03:27.343 -> 22:03:42.421 = 15.078 seconds... that's a LONG time with no VT on the target! Why didn't you refresh VT?

[22:03:30.890] Jagalicious Vampiric Touch Blood-Queen Lana'thel *10550* (R: 1117)
[22:03:33.187] Jagalicious Vampiric Touch Blood-Queen Lana'thel 5679 (R: 558)
[22:03:35.343] Jagalicious Vampiric Touch Blood-Queen Lana'thel *13188*
[22:03:37.453] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11869* (R: 558)
[22:03:39.625] Jagalicious Vampiric Touch Blood-Queen Lana'thel 5679 (R: 558)
[22:03:45.796] Jagalicious Vampiric Touch Blood-Queen Lana'thel *13320*

6.151 seconds without VT ticks? At your haste you were without VT on a target for nearly HALF of one of it's durations! Maybe less MF's between VT's would help you there.

Between 22:05:24 and 22:06:25 (bloodlust exists)

[22:05:28.718] Jagalicious begins to cast Vampiric Touch
[22:05:38.218] Jagalicious begins to cast Vampiric Touch
[22:05:39.109] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:41.093] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:42.781] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:46.718] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:48.671] Jagalicious begins to cast Vampiric Touch
[22:05:49.703] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:51.671] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:53.250] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:55.125] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:56.765] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:05:58.437] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:00.343] Jagalicious begins to cast Vampiric Touch
[22:06:02.296] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:04.078] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:05.937] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:07.609] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:09.343] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:11.234] Jagalicious begins to cast Vampiric Touch
[22:06:12.453] Jagalicious casts Mind Flay on Blood-Queen Lana'thel
[22:06:14.125] Jagalicious casts Mind Flay on Blood-Queen Lana'thel

Mf's cast between vT's: 0, 4, 6, 5 (the 2 doesn't count, fight ended). Again, not a good showing.

[22:05:28.718] Jagalicious begins to cast Vampiric Touch
[22:05:32.375] Jagalicious Vampiric Touch Blood-Queen Lana'thel 6216
[22:05:34.609] Jagalicious Vampiric Touch Blood-Queen Lana'thel *9603*
[22:05:36.984] Jagalicious Vampiric Touch Blood-Queen Lana'thel *9603*
[22:05:38.218] Jagalicious begins to cast Vampiric Touch
[22:05:39.218] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11691* (R: 550)
[22:05:41.109] Jagalicious Vampiric Touch Blood-Queen Lana'thel *12657*
[22:05:43.125] Jagalicious Vampiric Touch Blood-Queen Lana'thel *12657*
[22:05:44.656] Jagalicious Vampiric Touch Blood-Queen Lana'thel *12657*
[22:05:46.390] Jagalicious Vampiric Touch Blood-Queen Lana'thel 6056
[22:05:48.343] Jagalicious Vampiric Touch Blood-Queen Lana'thel 6056
[22:05:48.671] Jagalicious begins to cast Vampiric Touch
[22:05:51.671] Jagalicious Vampiric Touch Blood-Queen Lana'thel 5638 (R: 554)
[22:05:53.265] Jagalicious Vampiric Touch Blood-Queen Lana'thel 5011 (R: 1109)
[22:05:55.125] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11783* (R: 554)
[22:05:56.781] Jagalicious Vampiric Touch Blood-Queen Lana'thel *13093*

[22:05:58.718] Jagalicious Vampiric Touch Blood-Queen Lana'thel 6265
[22:06:00.343] Jagalicious begins to cast Vampiric Touch
[22:06:03.265] Jagalicious Vampiric Touch Blood-Queen Lana'thel 6265
[22:06:05.140] Jagalicious Vampiric Touch Blood-Queen Lana'thel 6264
[22:06:06.796] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11783* (R: 554)
[22:06:08.468] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11783* (R: 554)
[22:06:10.406] Jagalicious Vampiric Touch Blood-Queen Lana'thel 5011 (R: 1109)
[22:06:11.234] Jagalicious begins to cast Vampiric Touch
[22:06:14.125] Jagalicious Vampiric Touch Blood-Queen Lana'thel *13093*
[22:06:15.968] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11783* (R: 554)
[22:06:17.640] Jagalicious Vampiric Touch Blood-Queen Lana'thel *11783* (R: 554)
[22:06:19.296] Jagalicious Vampiric Touch Blood-Queen Lana'thel *13093*
[22:06:21.125] Jagalicious Vampiric Touch Blood-Queen Lana'thel *13093*

5:39.218 - 5:41.109 - not bad, not casting MF at all helps VT uptime
5:48.343 - 5:51.671 - not bad, 4 MF's seem to do alot better than 5 between VT's
5:58.718 - 6:03.265 - Not a good refresh at all! 6 MF's DO NOT fit
6:10.406 - 6:14.125 - 5 MF's don't fit either!

TLDR:
1. Jaga can't pull off in the real world what he claims will work in the real world when "on paper" disputes it will work. The logs show math was correct.
2. This topic is about dropping MB and the effects of what happens (positive or negative), the last posts were horribly off-topic

_____

| Top | PROFILE EMAIL |

| Tananthala | **Post subject:** Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers | **Posted:** Wed Mar 03, 2010 7:07 pm |

Shadow Priest
Joined: Thu Sep 25, 2008 10:20 am
Posts: 14
OFFLINE

This is why I don't mess with Griemak.

Also, the phenomenon of epeen'd DPS meter performance is one of the most destructive things to happen to World of Warcraft.

| Top | PROFILE EMAIL |

| Karnor | **Post subject:** Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers | **Posted:** Thu Mar 04, 2010 4:31 am |

Shadow Priest
Joined: Thu Jun 14, 2007 3:01 pm
Posts: 2469
OFFLINE

Ah, always nice to see some quality pwnage.

| Top | PROFILE |

| Ceodoc7 | **Post subject:** Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers | **Posted:** Thu Mar 04, 2010 6:06 am |

Shadow Priest
Joined: Sun Feb 08, 2009 7:06 am
Posts: 298
OFFLINE

Man there is no mercy from facemelters, pew pew.

_____
Clobber

Shadowpriest
Rare
Binds to account
Unique

Unique
Pet
Item Level 80
Use: Teaches you how to summon this companion.
Summon a shadowpriest to stand at your side and do absolutely fuck all.
Disperses into nothing after 5 mins.
"I used to melt faces, now I can't look a mob in the eye"

Top

PROFILE   EMAIL

---

hijumper75

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Thu Mar 04, 2010 11:35 am

Shadow Priest
Joined: Fri Feb 27, 2009 4:07 pm
Posts: 45
OFFLINE

Grie - Very nice work in the original post and a little giggle for the rest. Thanks.

I may be off but I found one thing confusing (this may be due to my computer science background) but I think you might want to clarify in your original post. When you say FCFS, First Come First Serve by definition says no priorities are taken into account (FIFO method). So a FCFS priority queue to me is something of a paradox.

Top

PROFILE   EMAIL

---

griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers   Posted: Thu Mar 04, 2010 12:16 pm

Shadow Priest
Joined: Tue Feb 17, 2009 4:02 pm
Posts: 526
OFFLINE

The semantics used are probably horrid, any change to better explain it is appreciated. As for CS explanation, priority-FiFo does exist, such as the HP Document Center server spooler queue setting:

"Spoolers using the priority-fifo scheduling method use both the order in which jobs were received by the queue and the priority of the job as specified by the job-priority job attribute to schedule jobs. The larger the value of the job-priority attribute, the higher the priority is for the job. The spooler places jobs with higher priorities in the queue ahead of other jobs with lower priorities that are already in the queue. The spooler places jobs of equal priority in the queue in the order in which they were submitted."

_____

Top

PROFILE   EMAIL

Display posts from previous: All posts ▼   Sort by Post time ▼   Ascending ▼   Go

LOCKED   LOCKED   **Page 2 of 4**   [50 posts]   Go to page Previous 1, 2, 3, 4 Next

---

Who is online

Users browsing this forum: No registered users and 2 guests

You **cannot** post new topics in this forum
You **cannot** reply to topics in this forum
You **cannot** edit your posts in this forum
You **cannot** delete your posts in this forum
You **cannot** post attachments in this forum

Search for: Go   Jump to: Spell Casting   ▼   Go